ECLIPSE COMICS

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CHAMPIONS

™

IT'S BEEN A LONG NIGHT.

FOR THE PAST THIRTY-TWO HOURS, OUR HEROES--*THE CHAMPIONS*--HAVE BEEN HOPPING BACK AND FORTH ACROSS THE CONTINENT, GATHERING THREE ITEMS OF GREAT MYSTIC POWER.

THE THREE BLACK GEMSTONES--THE SOULSHARDS OF DARK MALICE--ARE NOW THEIRS.

THE CHAMPIONS HAVE ONLY TO KEEP THEM *SAFE* AGAINST THE AMASSING FORCES OF EVIL.

KNOCK KNOCK

ROSE?

IT *IS* ROSE, ISN'T IT?

YES? WHAT CAN I [YAWN] DO FOR YOU?

I'M DONNA HANNAH, THE *GRANDDAUGHTER* OF DOCTOR ARCANE!

THEY WILL HAVE THEIR HANDS FULL.

NO! REALLY? I SHOULD HAVE *RECOGNIZED* YOU!

I MISPLACED MY KEY...

I AM *SO* GLAD TO MEET YOU! YOUR GRANDFATHER SPEAKS SO WELL OF YOU!

THANK YOU. I...

I REALLY *SHOULD* HAVE RECOGNIZED YOU.

YOU DON'T HAVE TO APOLOGIZE...

WHY IS IT SO COLD?

WE'RE HAVING A SERIOUS *PROBLEM.*

OBVIOUSLY, YOU HAVE SOME LATENT MYSTIC TALENT OF YOUR OWN, OR YOU WOULDN'T HAVE FELT THE CHILL.

THERE IS *SO* MUCH EVIL HERE THAT IT DAMPS EVEN *MY* SENSITIVITIES.

BUT THERE'S NOTHING WE CAN DO ABOUT THAT.

WHERE IS MY GRANDFATHER?

YOU'LL FIND HIM IN THERE.

"The Curse of the HELLFIRE CROWN"

Chapter 7

Not What She Seems...

I HAVE TOLD YOU, ROSE, I AM NOT TO BE DISTURBED!

AHEM.

WHERE?

YES, BUT I THOUGHT...

STORY AND WORDS~DENNIS MALLONEE • PENCILS~CHRIS MARRINAN • INKS~DELL BARRAS
LETTERS~CARRIE SPIEGLE • COLORS~MARCUS DAVID • EDITOR~JEAN DEMING
EDITOR-IN-CHIEF~CAT @ YAHOO.COM

I DON'T CARE WHAT YOU THOUGHT!

I AM AT A CRITICAL STAGE IN MY ANALYSIS OF THESE...

A VISITOR.

TICK

TICK

TICK

OH. DONNAH!

IT'S SO GOOD TO SEE YOU. DID YOU ENJOY LAKE TAHOE?

I'M SORRY. YOU HAVE ME AT A DISADVANTAGE, MISS...

ACH! DOLT!

OF COURSE YOU DON'T RECOGNIZE ME!

YOU ARE A VISION OF LOVELINESS, MY DEAR.

I AM CALLED ICESTAR!

GIVE ME A MOMENT! I'LL BE BACK!

IT'S NOT EASY TO EXPLAIN, BUT THAT WAS YOUR GRANDFATHER, DONNAH.

WELL, AT THE MOMENT, I DON'T CARE ABOUT THAT!

I LIKE THIS ONE. HE'S CUTE!

NOW WE HAVE THINGS PROPERLY ARRANGED!

GRANDFATHER!

HEY!

I HURRIED BACK AS QUICKLY AS I COULD. RICHARD WAS AN ANIMAL ALL WEEKEND!

AH. UNDERSTANDABLE, GIVEN THE COMPANY.

RICHARD?

HER BOYFRIEND.

OH.

BUT I'M GLAD YOU'RE HERE, DONNAH! I MAY NEED YOU TO SERVE AS MY ANCHOR, AND, BEING MY GRANDDAUGHTER, YOU'LL DO EVEN BETTER THAN ROSE.

YOU MAY HAVE NOTICED ME STUDYING THESE THREE STONES AS YOU CAME IN.

THAT IS BECAUSE THEY ARE MORE THAN MERE GEMSTONES. THEY ARE, IN FACT, SOULSHARDS!

AS LONG AS DONNAH'S HERE, I'M GOING TO TAKE A NAP. I DON'T HAVE YOUR STAMINA, ICESTAR.

WHO DOES?

"THESE FRAGMENTS ARE THE MOST CRITICAL COMPONENT OF THE MYSTIC *HELLFIRE CROWN!*

"*WITHOUT* THE STONES, THE CROWN IS POWERFUL *ENOUGH!* BY ITSELF, THE CROWN IS THE PERFECT MYSTIC *DEFENSE!* BUT *WITH* THE STONES, THE CROWN CAN BE USED FOR *OFFENSE* AS WELL.

"I HAVE NOT YET LEARNED *HOW* THE OCCULT CRIMINAL ORGANIZATION KNOWN AS *DEMON* LEARNED THAT THE CROWN ITSELF WAS IN MY POSSESSION, BUT THEY *DID!* AND THEY SENT AN AGENT TO ATTEMPT TO STEAL IT.

"FORTUNATELY, THAT INITIAL ASSAULT WAS FOILED BY *FLARE* AND THE OTHER CHAMPIONS.

"THEN *DEMON* RESORTED TO FULL-SCALE *VIOLENCE!* AND, TAKING THE CHAMPIONS BY SURPRISE AS THEY DID, THEY *MIGHT* BOTH HAVE *WON* THEIR PRIZE, AND *SLAIN* THEIR FOES.

BUT...THE *CROWN* CAN'T BE DESTROYED THAT WAY! THAT MUST MEAN...A *RETRIEVAL SPELL!* GRANDFATHER, *DEMON* MUST HAVE THE *CROWN!* WHAT COULD *ROSE* HAVE BEEN *THINKING* OF?

IT WAS *MY* DECISION TO RISK THAT, NOT HERS! IN ANY CASE, THE CROWN IS ESSENTIALLY *USELESS* AS A WEAPON WITHOUT THE GEMSTONES...

"BUT *ROSE* WAS ABLE TO SAVE HER FRIENDS' LIVES, AND BUY US THE TIME WE NEEDED TO CONSIDER A COUNTER-STRATEGY. SHE USED THE *CROWN* TO TURN DEMON'S MAGIC BOX *UPON ITSELF!*

"THE CROWN *AND* THE DEMON PRIEST--THE *MORBANE*--VANISHED IN HELLISH *FLAME!*

"...AND *WE* HAVE *THOSE!*"

CARR & DELL

NICE DOGGIE.

HARMPH. SNORT-SNORT.

MARKSMAN? ARE YOU ASLEEP?

HARMPH. SNORT-SNORT.

AS INTENSELY AS HE DOES EVERYTHING ELSE...

FLARE? ARE YOU HUNGRY?

HE'S GONE AGAIN, ROSE.

WHO? GIANT?

YES. HE WENT HOME TO *HER*.

THEY ARE *MARRIED*, YOU KNOW.

BUT I *LOVE* HIM! I *DO*!

AND YOU THINK SHE *DOESN'T*?

NO! I NEVER SAID *THAT*! IT'S JUST THAT I LOVE HIM SO *MUCH*! IT *HURTS* INSIDE!

I ALMOST GAVE MY *LIFE* FOR HIM, AND HE DIDN'T EVEN *STAY* WITH ME LAST NIGHT.

"HE LOVES ME, TOO! I KNOW HE DOES! WHY DOES HE HAVE TO BE SO AFRAID TO SHOW IT?

DADDY! KISS ME, TOO!

I'LL DO BETTER THAN THAT, LITTLE GUY!

OH, BOY!

WHEEEEEE!

JIM! BE CAREFUL!

YOU'LL ACTUALLY BE GOING TO WORK TODAY?

I EXPECT SO.

I DON'T THINK THERE'LL BE ANY FURTHER NEED FOR *GIANT* FOR A WHILE.

I'M GLAD.

G'BYE!

TAKE CARE NOW!

I LOVE YOU!

I LOVE YOU, TOO!

MOMMY? WHAT'S WRONG?

NOTHING'S WRONG. IT'S ALL RIGHT.

I'M JUST SO AFRAID.

YOU NEVER KNEW YOUR GRAMPA, BILLY.

"I'M SO AFRAID I'LL LOSE YOUR FATHER, TOO..."

THE *KEY* TO THE PROBLEM IS TO FIND A WAY TO RENDER THESE GEMSTONES *USELESS* TO *DEMON!* AND FOR THAT I'LL NEED YOUR HELP.

HOW SO?

THESE FRAGMENTS, TAKEN ALL TOGETHER, SERVE AS A *FOCUS* FOR THE SOUL OF ONE OF THE MOST *EVIL*, MOST *CORRUPT* CREATURES EVER TO WALK THE FACE OF THIS PLANET.

I HAVE SPOKEN OF HER TO YOU BEFORE.

I INTEND TO DO THIS MORNING WHAT *SHOULD* HAVE BEEN DONE THESE FORTY YEARS PAST.

I WILL FIND A WAY TO *EXORCISE* THE EVIL FROM THESE STONES, AND RENDER THEM COMPLETELY *POWERLESS*, ONCE AND FOR ALL!

WILL THAT BE *SAFE?*

THERE IS ALWAYS A RISK.

BUT WITH YOU AS MY ANCHOR, I HAVE LITTLE TO FEAR. *MALICE* IS CAPABLE ONLY OF DEATH AND DESTRUCTION. *LOVE* IS THE POWER TO CREATE ...AND RESTORE.

YEAH, WELL, THAT MAY BE. BUT *PLATITUDES* AREN'T GOING TO *HELP*, DOC!

ROSE SAID SHE THINKS YOU'D BE TAKING AN *UNNECESSARY* RISK!

DEMON'S THE THREAT, *NOT* THESE GEMSTONES.

WE HAVE WHAT THEY WANT, AND THEY'LL HAVE TO COME TO *US* TO GET IT.

AND *THIS* TIME THEY WON'T TAKE US BY *SURPRISE!*

I DISAGREE.

GRANDFATHER DISAGREES.

WE HAVE *NO* WAY OF KNOWING WHAT FORM *DEMON'S* NEXT MOVE WILL *TAKE*.

FAR BETTER TO *ELIMINATE* THE THREAT THAN TO LEAVE IT *HANGING*, AS WE HAVE DONE IN THE *PAST!*

LOOK, I DON'T WANT TO *ARGUE* WITH YOU...

ALL *I'M* SAYING IS THAT *ROSE* THINKS IT'S *TOO* DANGEROUS.

DOMNAH!

WHAT? OH! I'M SORRY! THEY'RE SO BEAUTIFUL, I JUST WANTED TO...

THERE! YOU SEE ROSE'S POINT! IT'S TOO DANGEROUS!

AND *YOU* MUST SEE *MY* POINT, YOUNG MAN! THE DANGER *MUST* BE EXORCISED!

I WILL BROOK NO FURTHER DELAYS. WE *DO NOT* KNOW WHEN OR WHERE *DEMON* WILL STRIKE!

WITH DONNAH'S SUPPORT, I WILL *PERFORM* THIS EXORCISM.

I WILL SEND *MYSELF* INTO THE MIND OF MELISSA D'ARQU.

AND I WILL *FORCE* THE EVIL THAT POSSESSES HER TO SET HER *FREE!*

GRANDFATHER?

IT'S ALL RIGHT. HE'LL BE ALL RIGHT.

"HE'S DOCTOR *ARCANE*, ISN'T HE? ROSE MAY HAVE HER DOUBTS, BUT HE *MUST* KNOW WHAT HE'S *DOING*.

ELSEWHERE...

MEALTIME! MEALTIME FOR THE PRISONER!

WHAT FOR? SHE'LL NEVER BE LEAVING HERE!

LISSEN, CREEP! THE LADY'S A *GUEST* AS FAR AS *I'M* CONCERNED!

AND UNTIL I HEAR *OTHERWISE* FROM YOUR *BOSS*, SHE GETS *TREATED* LIKE A GUEST. YOU GOT THAT?

SLAM

UH... YEAH.

GOOD.

BUT I WON'T SOON *FORGET* THIS, YOU PATHETIC *MADMAN!*

YO! SWEETCHEEKS! FOOD CALL!

HMM.

THIS IS LIKE A BAD *MOVIE!*

COME ON OUT, LI'L DARLIN'.

IT'LL BE ALL RIGHT. I PROMISE.

YOU CAN'T KEEP ME HERE, YOU KNOW.

NO? WHY NOT?

BECAUSE I WON'T LET YOU!

WHACK

HEY!

NOT SO FAST!

OOF.

WHUMP

THERE'S A MAN WITH A *GUN* OUT THERE WHO'D JUST AS SOON *SHOOT* AT THE FIRST SIGN OF *TROUBLE*.

YOU *UNDERSTAND* THAT?

YES.

SO WHY GET YOURSELF KILLED?

I'LL GET YOU OUT OF THIS. I PROMISE.

LIKE YOU GOT ME *INTO* IT?

YOU'RE A *CREEP*, FOXBAT!

HEY!

NOW *THAT'S* NOT FAIR! I'M NO CREEP!

CREEP IS AS CREEP DOES.

YEAH? WELL *YOU* LISTEN TO *ME*, GIRL! I'M THE ONLY REASON YOU'RE STILL *ALIVE*!

DEMON DOESN'T NEED YOU! FACT IS, YOU'VE ALREADY BEEN *REPLACED*!

SO DON'T LOOK FOR ANY HELP, 'CAUSE IT WON'T BE *COMING*!

WAIT A MINUTE! YOU SAID *DEMON* DIDN'T NEED *ME*!

WHAT ABOUT *RICHARD*?

YOUR BOYFRIEND?

CLANG

"SORRY, BABE. HE'S *ALREADY* DEAD."

CHAPTER 8: "THE WOMAN SHE WAS!"

HE TRAVELS NOW THROUGH THE REALM OF THE *MIND*.

TWICE BEFORE, HE HAD *THOUGHT* TO MAKE THIS JOURNEY, AND TWICE BEFORE, HE HAD BEEN DISSUADED BY APPEALS TO CAUTION AND REASON.

"MELISSA" IS DEAD!

THERE'S NOTHING *LEFT* OF HER THERE!

SHE DIED TEN/THIRTY/FIFTY *YEARS* AGO, DOCTOR!

THERE'S NOTHING TO *SAVE*!

HE REMEMBERS THE WORDS OF *GIANT* ON THOSE TWO OCCASIONS PAST— THE WORDS REPEATED, IN THEIR ESSENCE, BY *ROSE* SO EARLY THIS MORNING.

BUT HE HAS TO *TRY*! HOW COULD HE *LIVE* WITH HIMSELF IF HE DID NOT?

HE'S NOT CERTAIN WHAT HE'S LOOKING FOR...

HELP ME! OH, GODS! HELP ME, PLEASE!

...BUT HE'LL *KNOW* IT WHEN HE *FINDS* IT!

RRRRRR

BACK! THERE'LL BE NO TORMENT TODAY! THE GIRL IS MINE!

"Demon of dreams, dark creature so bold, depart unto shadow..."

RRRRR

YOU WOULD BE MELISSA.

I'M NOT SURE...

RETURN TO THE COLD!

WHAT HAVE YOU DONE?

IS THIS GRASS? I CAN'T *REMEMBER* THE LAST TIME...

PLEASE...

IF YOU *ARE* MELISSA, WE MUST STILL FIND A WAY TO *FREE* YOU.

MY POWER'S EARNED YOU ONLY A *MOMENT'S* RESPITE FROM YOUR TORMENT, I'M AFRAID.

ICESTAR? IS THIS SUPPOSED TO BE HAPPENING? THERE'S SOME SORT OF ENERGY COMING OUT OF THESE STONES.

HOW SHOULD I KNOW? I'M NO MYSTIC.

YOU WANT I SHOULD FETCH *ROSE* FOR YOU?

NO, NO, THAT WON'T BE NECESSARY.

I THINK I *KNOW* WHAT'S HAPPENING.

IS *THIS* THE PLACE YOU REMEMBER?

YES! YES, *THIS* IS IT!

MY FATHER FOUND THIS DIG!

WILLIAM AND I CAME HERE TO CONTINUE IT AFTER FATHER DIED!

BUT THIS HAS ALL HAPPENED BEFORE, HASN'T IT?

AND YOU AREN'T WILLIAM!

MELISSA...

WHAT HAVE YOU DONE WITH HIM? HE'S DEAD, ISN'T HE? I REMEMBER SOMEONE TELLING ME HE WAS DEAD!

MELISSA! LISTEN TO ME!

THIS IS A SHADOW PLAY! WE HAVE TO RUN THROUGH THESE EVENTS.

WE NEED TO FASHION A DIFFERENT ENDING!

IT'S THE ONLY WAY YOU'LL BE FREE! YOU SEE THAT, DON'T YOU?

YES.

HE IS DEAD, ISN'T HE?

THESE PAST TWENTY YEARS, YES.

HE WAS MY FRIEND. WE OWE IT TO HIM TO SAVE YOU, IF WE CAN.

COME ALONG THEN, DOCTOR!

IF YOU'RE GOING TO PLAY THE *PART* OF MY LOVER, OUR *DESTINY* AWAITS!

ELSEWHEN...

I'M GONNA PLAY OUTSIDE, MOMMA!

THAT'S FINE, BILLY. JUST DON'T SLAM THE...

...DOOR.

SLAM

BILLY!

HOW MANY TIMES HAVE I TOLD YOU...

NO! OH, NO...

DAMN BRAT! HE *BIT* ME!

MRRPH! GRMPH!

LADY, LET'S MAKE THIS EASIER ON ALL OF US, SHALL WE?

I'LL WORK IT OUT, I PROMISE. BUT FOR *NOW*, YOU'RE COMING WITH *ME*!

IT WAS THROUGH HERE. IT'S JUST UP AHEAD, DOCTOR.

HERE!

HERE'S THE STORY OF HOW CHRONOS STOLE IMMORTALITY FROM URANUS, AND ZEUS, IN TURN, FROM CHRONOS.

BUT THERE WAS ONE *FURTHER* STEP—A STEP THE LEGENDS DON'T MENTION.

IT'S THE REASON THE GODS *DIED!*

IT'S JUST UP AHEAD, DOCTOR...

HERE.

HERE IS WHERE IT TRULY *BEGAN!*

I'VE HEARD THE STORY, MELISSA.

THE *TRICK* WILL BE TO FASHION A DIFFERENT *ENDING* THIS TIME AROUND.

NO, DOCTOR.

WHAT?

THIS TIME, THE TRICK IS ALL *MINE!*

ARARRR!!

DOWNAH!

WHAT IN THE...

BLAST

WHAT HAPPENED?

I'M NOT SURE...

THEN ALLOW *ME* TO ENLIGHTEN YOU, CHILD.

NEXT ISSUE: MALICE UNLEASHED! FOXBAT VS. DEMON! FLARE IN A TOWEL ! GIANT VS. THE DEMONMASTER IN A BATTLE TO THE DEATH! ALL THIS AND MORE IN OUR PENULTIMATE ISSUE, ON SALE IN THIRTY! DON'T MISS IT!

--DENNIS

Page After Page in Las Vegas, Nevada, presents:

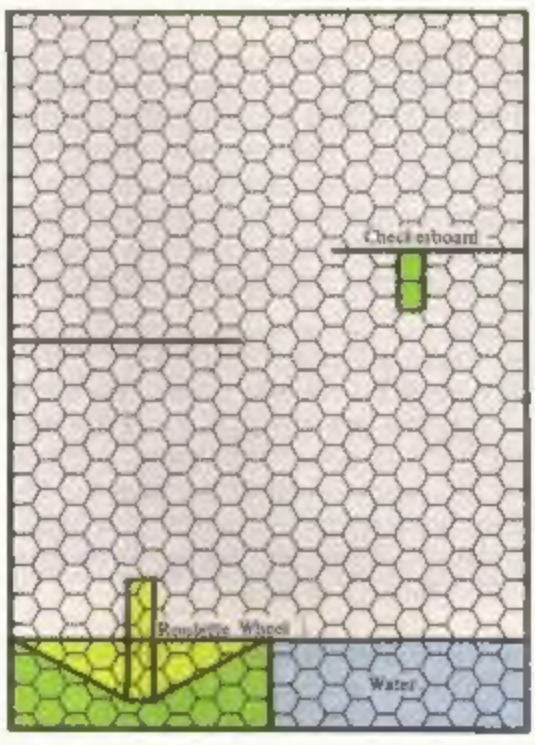
CHAMPIONS COMBAT ROOM #4

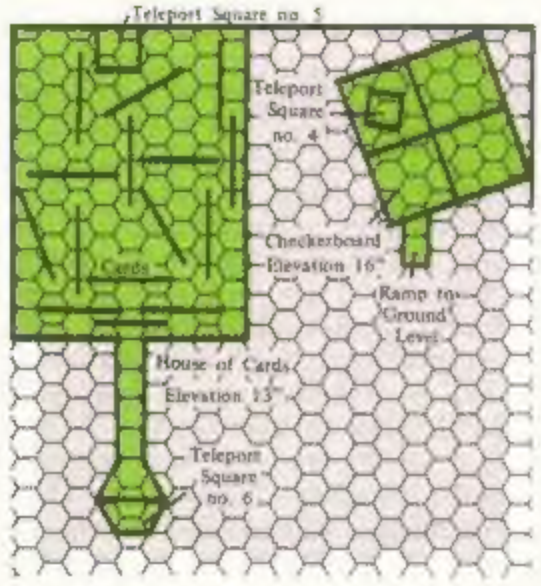
"Combat Room no. 4" ©1986 Garen Miguez

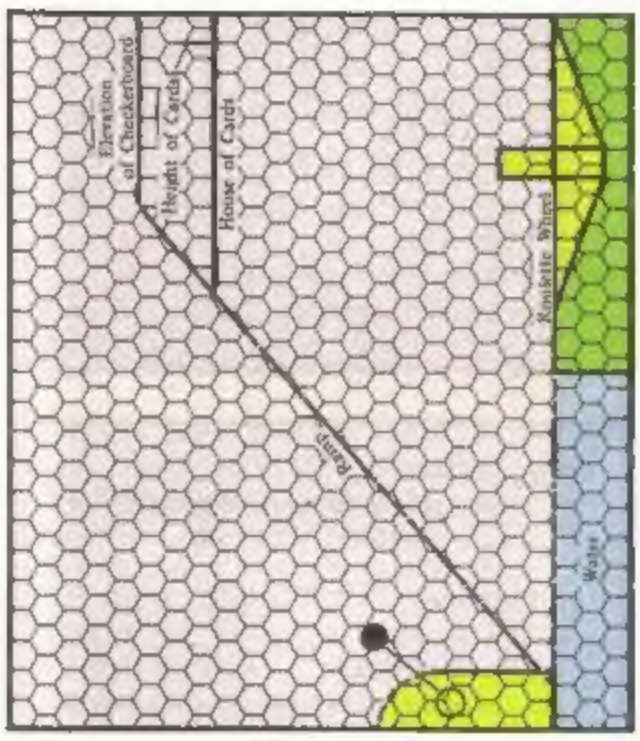
We've got another winner in our Combat Room Competition! This room was submitted by the second of a two store chain, Page After Page, owned and managed by Lyn Pederson. The staff and clientele of those stores really love CHAMPIONS!

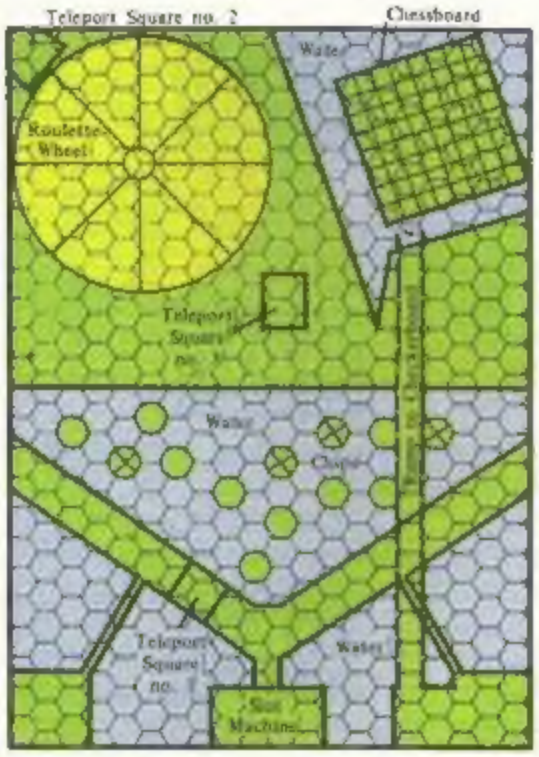
If you like the CHAMPIONS role-playing game as much as the people in Nevada, create your own combat room and send it in. I still need a room for our last issues, and it's a great opportunity to show-off your enthusiasm of CHAMPIONS. Check out the rules in issue **Champions** #1 for rules, or write to Eclipse Comics, P.O. Box 199, Guerneville, CA 95446. Don't delay!

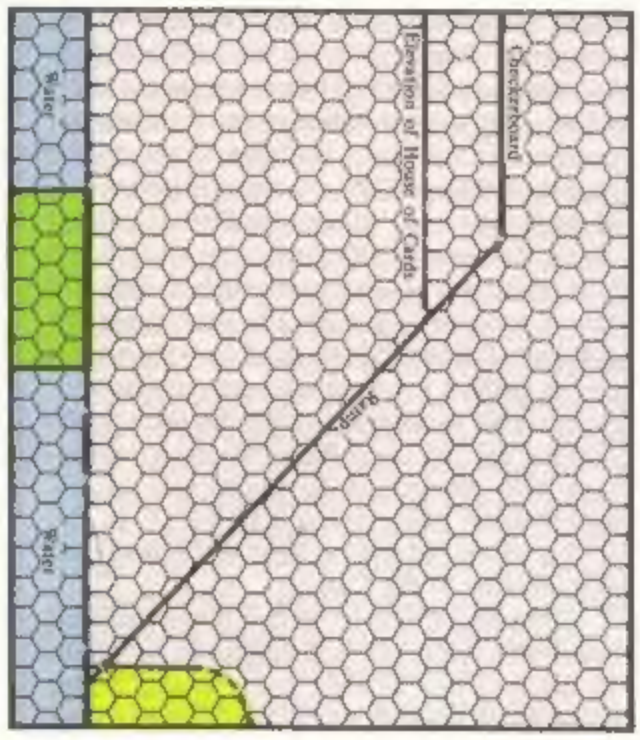
For now, get your characters ready to face-off in one of the largest gambling dens you've ever seen—the Casino Fatale!

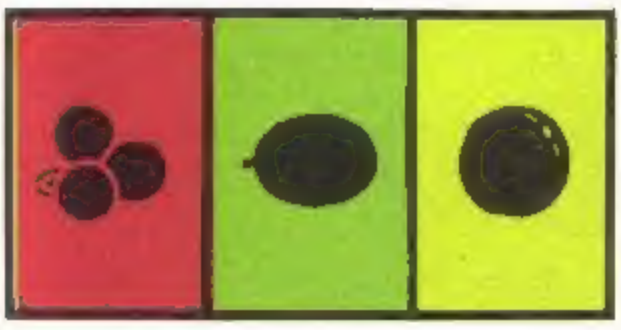


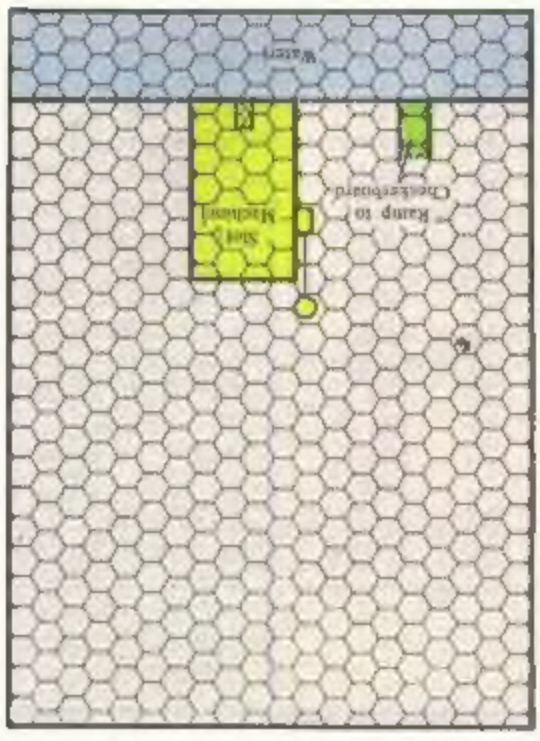












Designed by:
GAREN MIGUEZ

PAGE AFTER PAGE
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CHAMPIONS CHALLENGE RULES

All CHAMPIONS rules from Champions, Champions II, and Champions III, and any other official supplements apply. If you don't have these, check out your local comics shop or gaming store.

The Casino Fatale is the area shown on the map. The Casino is 20 x 24 hexes, with the ceiling 24 hexes off the ground. The heroes enter through the door in the slot machine. Once the room is entered, the door is locked so no one may exit until combat is over. On the ground floor is a giant roulette wheel 11" in diameter, a giant slot machine, which is accessible by walkways over a 3 hex deep water pit. On this water pit float 13 giant poker chips. In the northwest corner is a ramp which leads up to a platform 16 hexes above the ground floor. This platform consists of 4 squares; 2 black, 2 white. There is also another platform 13 hexes above the ground. This platform holds 15 special cards, which are described below. Distributed throughout the room are 6 teleportation areas (also described below).

The heroes may start at any position on the ground floor at least 5 hexes apart. Combat will begin on segment 12 and will end after three rounds unless a winner is determined beforehand.

At the beginning of each segment, roll once per hero on the attack chart. This will be the attack aimed at the hero this segment. Once the attack is determined, roll to see which location it comes from. Robots will always attack the hero nearest to them. All attacks (except Robot) come from hidden weapons in the walls, roulette wheel, or slot machine. Base OCV for weapons is 1d6 + 4, plus/minus any other modifiers except range. If possible, attacks will be situated so that there are no obstructions between the attack and the target. An attack from behind will gain the "surprise" modifier unless the target makes a successful perception roll. All attacks except the giant die (attack #4) and the robots, once they complete their attack, will disappear. All platforms, ramps, and floating poker chips are DEF 15, BODY 1. The winner of the contest is the last conscious hero in the Casino.

1. The Moat: The moat is a 3 hex deep pit filled with water. On top of this moat floats 13 giant, 1 hex across, poker chips. Some chips (marked with an "X") are false. These false chips will sink if any weight is placed upon them. Unmarked chips can hold up to 500 kilograms. To move from one chip to another chip requires a DEX-2 roll. If this is failed, the hero will fall in the water and will begin to drown if he cannot swim. Any heavy focus (armor, atomic bazooka, etc.) will pull the user and the focus to the bottom of the moat unless the focus user drops the focus.

2. The Roulette Wheel. Situated in the room's southwestern corner is a giant roulette wheel. This wheel spins 2" counter clockwise per segment. Circling about the bottom of the wheel is a 1 ton ball. This ball moves clockwise at 4" per segment (*including the wheel's counterspin). If a character becomes trapped in the wheel, he will be hit by the ball as it moves past the hero, unless the hero moves, dives for cover, or attempts to stop the ball by destroying it or lifting it (with strength). The ball is DEF 15, BODY 6 and does 10d6 physical damage if it hits. The ball can be lifted by comparing the hero's strength damage against the ball's damage. The opponent with most BODY wins and the ball will either hit the hero (if it wins) or be lifted (if it loses). To escape the wheel, a character can use climbing, clinging, or a STR-3 roll. Any character who flies over the wheel will be hit with 15d6 neutralize flight. (To stay on the wheel, make Dex −2 roll every phase.)

3. Teleport Squares. There are six numbered teleport squares spread throughout the room. Any hero stepping on any square must roll 1d6. The number rolled is the number of the square that the hero reappears on. A hero cannot re-teleport on the same square until 6 segments have passed. Robots are immune to the effects of teleport squares.

4. House of Cards. This area is a platform directly over the roulette wheel. The walls of this platform are giant 3" long, 1.5" wide playing cards. Anyone touching a card will take 1d6 electrical NND Damage (vs. force field) per segment of contact. Any attacks that hit the cards will be reflected to the attacker on a 15 or less.

RANDOM ATTACK
Every segment roll once per hero

4 Giant Die—9d6 Physical blast, 4 hex square area
5 Razor-sharp Red Poker Chips—1d6 RKA, +1 stun multiplier, auto fire
6 Sushibot
7 Flash 4d6
8 Bouncerbot
9 Silver Streamers—5d6 Entangle with backlash, effects Disolid
10 Dealerbot
11 "Screamer" Dice—8d6 explosive Energy Blast (sonic)
12 Showgirlbot
13 Blue Poker Chip—Darkness 6" radius to all but Sonar, 8 segments duration
14 Electrified 8-Ball—3d6 NND, vs. power defense, affects Desolid
15 Guided Champagne Bottle Missiles —2d6 RKA, explosion, stun only
16 Snowstorm—8d6 Energy Blast 4" radius (cold), penetrating
17 Gas-Bomb Cocktail—2d6 ED drain 2" radius, armor piercing
18 Giant Champagne Cork—8dd6 Physical Blast, 2 level increased knockback
19 Heat Wave—8d6 armor piercing energy blast 3" radius (heat)
20 Invisible Gas—3d6 Ego attack 2" radius, Invisible effects
21 Laser Spotlight—1d6 flash +2d6 ALD (vs. flash defense)
22 Exploding Balloon—3d6 Power Drain-STR, 2" radius
23 Anti-matter Die—2d6 RKA +2d6 Constitution Drain, affects Desolid (antimatter Die)
24 Roll Twice—this can only happen once per hero, per segment

Location Chart
Roll to see where random attacks come from

1 North Wall
2 East Wall
3 Slot Machine
4 Roulette Wheel
5 West Wall
6 South Wall

ROBOTS

15	STR
20	DEX
30	CON
10	BODY
10	INT
20	EGO
15	PRE
0	COM
15	PD
15	ED
6	SPD
15	REC
60	END
45	STUN

POWERS

Bouncerbot
+30 STR (+6 PD, +6 REC, +15 STUN) 0 END
2 Levels increased knockback
Damage Resistance—Physical attacks only

Dealerbot
Cards—2d6 RKA, energy, autofire (special effect, not a focus)
No knockback, affects desolid, 0 END

Sushibot
Arm Blades—2d6 HKA, physical only, (3d6 with STR)

Showgirlbot
Hair—4d6 Entangle 2" area, 8" range, 0 END; +2d6 NND vs. 10 pts. Life Support; Continuous (NND only), affects Disolids

All Robots
20pts Ego Defense. 10pts Power Defense. 10pts Flash Defense. 30pts Life Support. 5" Flight, 0 END. +2" Swimming, 0 END. +2" Running, 0 END. Sonar, +4 per roll

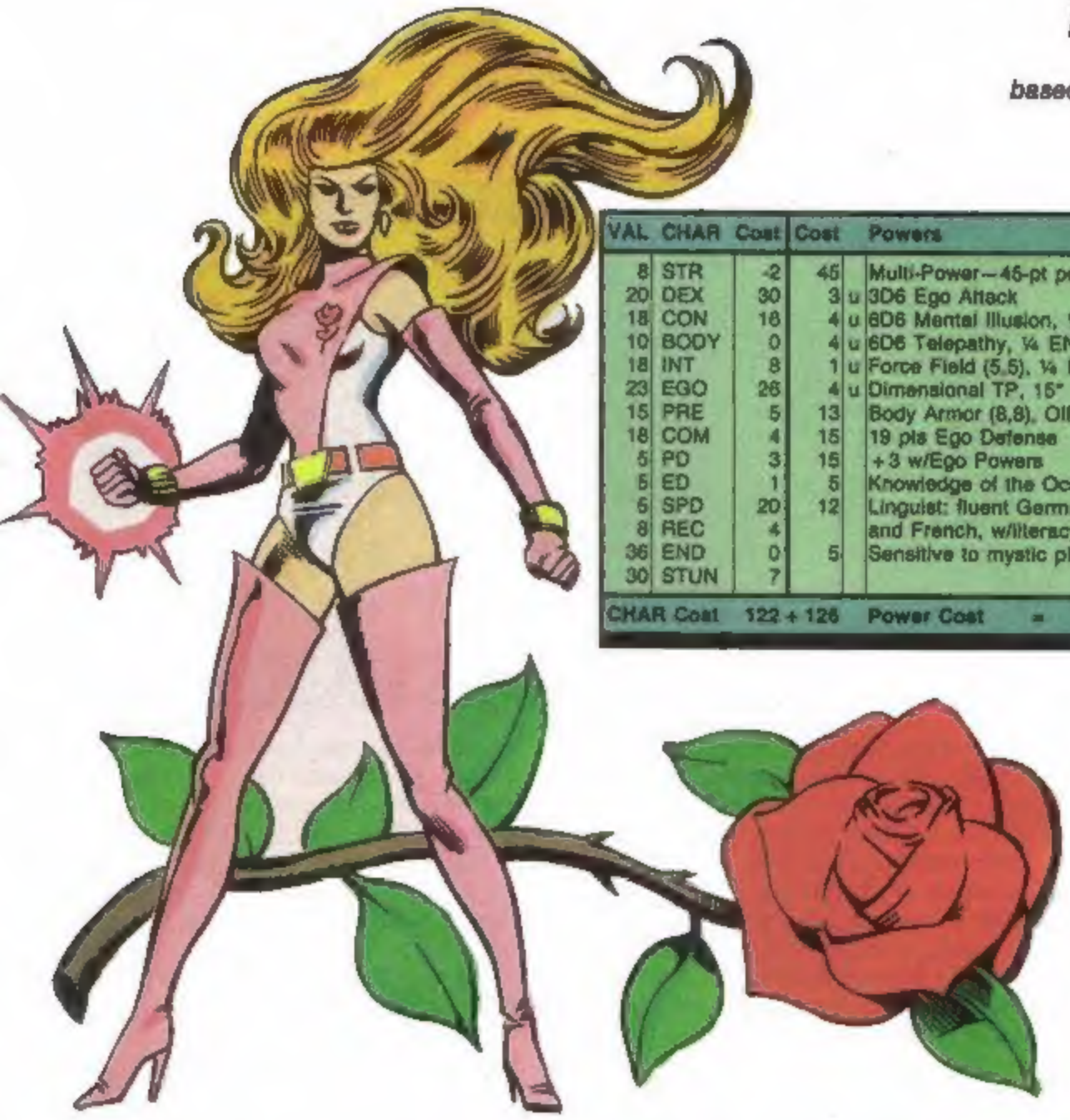
Action Phases: 2,4,6,8,10,12

Disadvantages: ×1 ½ BODY, STUN vs. Armor Piercing Attacks

For your CHAMPIONS campaign . . .

ROSE

based on the character created by Tom Tumey



VAL	CHAR	Cost	Cost		Powers	END	100	+ Disadvantages
8	STR	-2	45		Multi-Power—45-pt pool		10	x1½ STUN vs Iron
20	DEX	30	3	u	3D6 Ego Attack	6	20	Code vs. killing
18	CON	16	4	u	6D6 Mental Illusion, ¼ END	1	15	Pained by the presence
10	BODY	0	4	u	6D6 Telepathy, ¼ END	1		of gross evil
18	INT	8	1	u	Force Field (5,5), ⅛ END	0	3	Mild acrophobia
23	EGO	26	4	u	Dimensional TP, 15"	6	25	Hunted ≤11 by Dr Death
15	PRE	5	13		Body Armor (8,8), OIF ≤14		25	Hunted ≤8 by DEMON
18	COM	4	15		19 pts Ego Defense		10	Public identity
5	PD	3	15		+3 w/Ego Powers		10	Competent DNPC ≤11
5	ED	1	5		Knowledge of the Occult ≤14			(John Carstairs)
5	SPD	20	12		Linguist: fluent German, Spanish,		30	Experience Spent
8	REC	4			and French, w/literacy			
36	END	0	5		Sensitive to mystic phenomena			
30	STUN	7						
CHAR Cost		122 +	126		Power Cost = Total Cost	248	=	Disadvantage Total

Alias: "Julie Rich"
Place of birth: Unknown
Marital status: Single
Known relatives: None
Height: 5'4"
Weight: 105 lbs.
Age: 18
Eyes: Green
Hair: Strawberry blonde
Physical attributes: Rose is a healthy, normal teen-aged girl who keeps herself in excellent condition.
Powers: Rose has limited but growing psychic abilities, including the power to project her thoughts, the ability to generate illusion, and the power to protect herself with a psionic field. She is a sensitive, and is capable of shutting down other people's minds. She also has one other special ability—the power to move briefly into other realities, and thus sidestep normal space.
Weaknesses: Rose suffers from a mild fear of heights, and will not sit next to the windows in airplanes. She is also very sensitive to mystic phenomena, and to the presence of gross evil, and may react in unpredictable ways if such a phenomenon takes her by surprise.
Origin: When Rose was born, mystic signs indicated that *she* was to be the contemporary incarnation of a powerful white sorceress who has battled the powers of dark magic since the beginning of time. And, indeed, she has in the past demonstrated that she possesses fragmentary memories of the sorceress's previous lives. She is, therefore, despite her youth, a very important person in occult circles. Though she has recently become known to the general public as a member of the Champions, the fact that she is supposed to be an incarnation of the white sorceress must remain a closely guarded secret; she is still young, her powers are not fully developed, and she remains extremely vulnerable to the forces of evil.
Background: Rose doesn't consider herself a "superhero," but she does consider the Champions friends, and is more than willing to help them when the need arises. When she works with the Champions she wears a protective Kevlar costume. When she's not working with the Champions, Rose devotes herself almost entirely to the investigation of occult phenomena, the better to develop her own abilities. She often works with her friend, John Carstairs, to expose occult fraud, and has picked up a few enemies (such as the Haitian houngan, Doctor Death) along the way.

With some effort, Rose also maintains a semblance of a private life. With the consent of the prominent businessman and part-time warlock, Benjamin Rich, she has assumed the identity of his late daughter, Julie, and uses that name whenever she requires time to herself, or needs to travel incognito.
Game Mechanics: If you use this version of Rose in your campaign, make it a point to emphasize the fact that the use of Rose's psychic abilities always leaves a scent of flowers in the air. This is merely a special effect, and except under special circumstances isn't likely to make any great difference in play.

Also for effect, be certain that when Rose uses her ability to teleport, she always steps *away* from the place she wants to go, and comes in from the *other* side. And since she doesn't have *Combat* Teleport, choose her moments carefully; she will often need to act quickly the instant after she rematerializes.

ROSE (a.k.a. "Julie Rich")						Phases: 3, 5, 8, 10, 12
OCV: 7 DCV: 7 ECV: 8	PD: 10 rPD: 5 ED: 10 rED: 5	PER Roll: 13 DEX Roll: 13 INT Roll: 13 EGO Roll: 14	Running: 6" Teleport: 15" Swimming: 2"			
+3 levels w/ Ego powers	Ego Def: 19	Since it doesn't cost Endurance, Rose will usually maintain her Force Field in combat situations				
END: 36		STUN: 30		BODY: 10		

For your CHAMPIONS campaign . . .

MALICE

created by Dennis Mallonee

VAL	CHAR	Cost	Cost		Powers	END
30	STR	20	60		Multipower--60 pts	
30	DEX	60	6	u	12D6 Dark Energy Blast	12
16	CON	16	6	u	4D6 Ranged Killing Attack	12
15	BODY	10	6	u	4" r. Darkness, ¼ END	12
18	INT	8	90		60-pt. Magical Power Pool	
17	EGO	14	15		Magic Skill ≤18	
18	PRE	8	10		Find Weakness ≤11 w/RKA	
20	COM	5	8		8 pts Flash Defense	
16	PD	10	18		Danger Sense ≤13	
20	ED	16	11		Empathy ≤15	
5	SPD	10	5		Sensitive to Magic/Psychic Power	
10	REC	0	3		Immune to Mystic Poisons	
36	END	0	7		Lip Reading ≤13	
39	STUN	0	5		Knowledge of the Occult ≤14	
			7		Sleight of Hand ≤15	
			3		Paramedic Skill ≤13	
			5		Stealth ≤13	
			5		1D6 Luck	

100	+ Disadvantages
10	2D6 Unluck
25	Pathological confidence
25	Pathological hatred of all who would oppose her
10	Hates herself, too (irr.)
8	Paranoia (irr.)
4	Obsessed w/converting others to evil
40	x2 Stun x2 Body vs. Light
35	Hunted ≤14 by Champs
25	Hunted ≤8 by DEMON
15	Secret Identity
158	Villain Bonus

CHAR Cost 177 + 268 Power Cost = Total Cost 445 = Disadvantage Total

Real Name: Melissa d'Arqué
Place of birth: New Orleans, Louisiana
Marital status: Single
Known relatives: Father (Maximillian, deceased), mother deceased, various Greek gods (all deceased)
Height: 5'4"
Weight: 110 lbs.
Age: Her body is chronologically about 80 years old, but her immortality makes her actual age irrelevant; physically she will always remain about twenty-five
Eyes: Usually black
Hair: Usually black
Physical attributes: Melissa d'Arque's body was physically transformed to render it "suitable" to house the spirit of Dark Malice, and could be further transformed at Malice's whim. She is at least as perfect a physical specimen as Flare, though she doesn't have quite Flare's stamina.
Powers: Malice's principal abilities involve the manipulation of the dark energies of her soul. She's capable of generating bursts of energy, of draining the life force from others, and of creating fields of darkness. In addition, she is extremely knowledgeable about the occult, and has vast mystic energies at her command.
Weaknesses: Malice's great weakness is the fact that many centuries ago, in an effort to preserve herself against the vengeance of her father (from whom she stole her immortality), she focused much of her soul into a mystic black gemstone. Without the gemstone, she has only the power indicated in the Magic Power Pool above; with the gemstone, she would have *three times* that potential.
Origin: There were two distinct entities who merged to become the woman known as Dark Malice. The first was a centuries-old spirit who had stolen the essence of immortality from Zeus. The second was a young woman named Melissa d'Arqué. In the year 1931, Melissa and the man who would become the original Giant led an archeological expedition into Egypt to uncover and explore a strange tomb that seemed *not* to be of Egyptian design. That tomb housed the mummified remains of Malice's original body; and when her tomb was opened, her hate-filled spirit promptly took possession of Melissa's form.

Malice immediately drained Melissa's companion of his life energies in order to boost her own strength, and went out into the world seeking to satisfy her lust for evil and destruction. But the man refused to die. Drawn by a strange compulsion, he forced himself to don a golden harness that had been left in the tomb as a safeguard against the day Malice should escape, and found himself filled with new life and new vigor. He had become *Giant!* And in the years that followed, he would devote himself to the task of destroying the woman he still loved.

Eventually, in the mid-1940s, with the assistance of Doctor Arcane and other contemporary heroes, a way was found to force *all* of Malice's spirit into her black gemstone; and when the stone was removed from her brow, she lapsed into a death-like, dreamless sleep. It had been hoped that doing this would free *Melissa* from Malice's evil influence, but that proved not to be the case.

A decade later, Malice's gemstone fell into the hands of a Master of DEMON who did not realize what it was, and saw it only as a focus of great mystic power. He attached the gemstone to the legendary Hellfire Crown, and thus transformed that artifact of ultimate mystic defense into a potent weapon! But the more he utilized the gemstone, the more he disturbed Malice's sleeping soul; she had very nearly awakened by the time that earlier Master of DEMON was defeated.

Doctor Arcane and the original Giant realized how narrow an escape they'd had, and were determined that it would not happen again. They split the gemstone into three fragments, and secured them against the possibility that someone might stumble upon them accidentally. But they did *not* realize that Malice, though still asleep, had begun to dream. And her *influence* would reach out into the waking world three decades later, to pose a threat to the world of today.
Gaming Notes: If you use Malice in your Champions campaign, you should be aware that she possesses *centuries* of experience in dealing with people. She *is* the goddess of *hate*, but she also possesses *guile*. She can be sensual, alluring, and even loving when it suits her purposes, or when it satisfies her whims. She is capable of great *kindnesses* to those who have not offended her. But all of her efforts are devoted, ultimately, to the corruption of good into evil; hers is a *terrible* beauty that attracts human souls like moths to a flame.

DARK MALICE [a.k.a. Melissa d'Arqué] — Phases: 3, 5, 8, 10, 12

OCV:	10	PD:	16	PER Roll:	13	Running:	8"
DCV:	10	rPD:	0	DEX Roll:	15		
ECV:	5	ED:	20	INT Roll:	13	Swimming:	2"
		rED:	0	EGO Roll:	12		

Malice will often use her mystic powers to increase her physical abilities and defenses in combat

END: 36	STUN: 39	BODY: 15